

CLAIMS

1. A method of modifying a user interface for displaying structured database information in two or more ordered steps in work panes of a window, comprising:
 - displaying a first work pane having a first user interface pattern associated with a first of the two or more sequential steps;
 - displaying a second work pane after display of the first work pane, the second work pane having a second user interface pattern associated with a second of the two or more sequential steps;
 - receiving a command from a user to display the first work pane and the second work pane simultaneously; and
 - displaying the first work pane and the second work pane in the window.
2. The method of claim 1 further comprising:
 - storing the command from the user, so that the user interface always displays the first work pane and the second work pane simultaneously for the user.
3. The method of claim 1, further comprising:
 - receiving a command from the user to display the first work pane prior to displaying the second work pane.
4. The method of claim 1, wherein the command from the user is received through a contextual menu.
5. The method of claim 1, wherein the first user interface pattern is a form.
6. The method of claim 1, wherein the first user interface pattern is a graph.
7. The method of claim 1, wherein the first user interface pattern is a data object display.
8. A method of modifying a user interface having a first pane for displaying a first user interface pattern, a second pane for displaying a second user interface pattern, and a third pane for displaying one or more related actions, comprising:

displaying the first pane, the second pane, and the third pane;
receiving an input from the user to show the second pane as a related action;
hiding the display of the second pane; and
adding a link to the second user interface pattern to the one or more related actions.

9. A system for modifying a user interface having two or more sequential steps displayed sequentially in a window, comprising:
 - a memory; and
 - a microprocessor in communication with the memory and programmed to:
 - display a first work pane having a first user interface pattern associated with a first of the two or more sequential steps;
 - display a second work pane after display of the first work pane, the second work pane having a second user interface pattern associated with a second of the two or more sequential steps;
 - receive a command from a user to display the first work pane and the second work pane simultaneously; and
 - display the first work pane and the second work pane in the window.
10. The system of claim 9 wherein the microprocessor is further programmed to:
 - store the command from the user, so that the user interface always displays the first work pane and the second work pane simultaneously for the user.
11. The system of claim 9 wherein the microprocessor is further programmed to:
 - receive a command from the user to display the first work pane prior to displaying the second work pane.
12. The system of claim 9, wherein the command from the user is received through a contextual menu.
13. The system of claim 9, wherein the first user interface pattern is a form.
14. The system of claim 9, wherein the first user interface pattern is a graph.

15. The system of claim 9, wherein the first user interface pattern is a data object display.

16. A system for modifying a user interface having a first pane for displaying a first user interface pattern, a second pane for displaying a second user interface pattern, and a third pane for displaying one or more related actions, comprising:

a memory; and

a microprocessor in communication with the memory and programmed to:
display the first pane, the second pane, and the third pane;

receive an input from the user to show the second pane as a related action;

hide the display of the second pane; and

add a link to the second user interface pattern to the one or more related

actions.